NINTENDO ENTERTAINMENT SYSTEM®

ROGER CLEMENS MVP BASEBALL

ROGER CLEMENS MVP BASEBALL™

- *Real* baseball action for *real* baseball fans!
- Close up plays at the base–you control the slide!
- Over-the-shoulder fielding–an NES breakthrough!

EmuMovies

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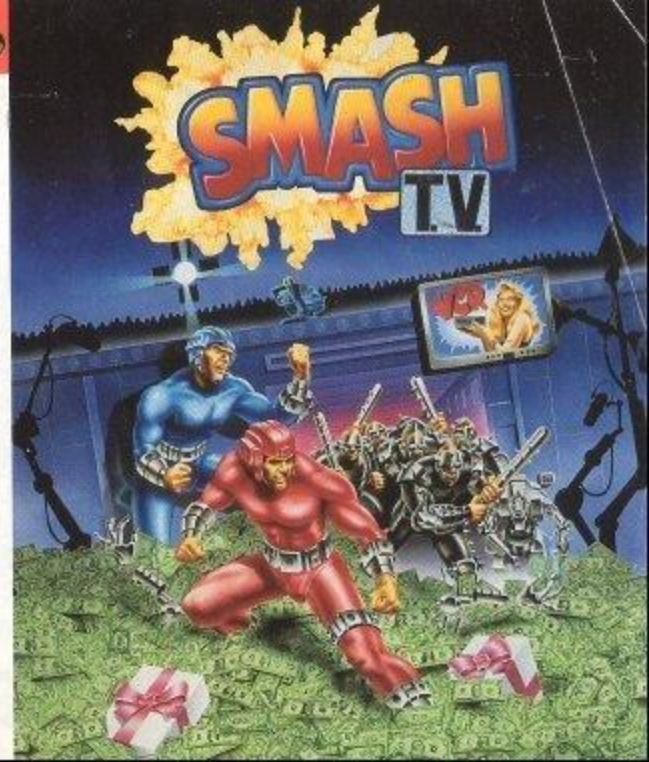
GAME PAK
INSTRUCTIONS

Acclaim™
entertainment, inc.
Masters of the Game™



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems.

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All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Seal of Quality.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front of rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY:

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

The year is 1999.

Television has given in to the blood lust of its viewers. Violence tops the ratings.

TV game shows now offer the ultimate in prizes: your life! Winning and losing has become kill or be killed.

One show in particular stands as the biggest, most spectacular, most gruesome and most rewarding contest of all: SMASH TV.

Alone or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle opponents - human, humanoid, and inhuman - and search out the cash and prizes that will make them Smash TV Grand Champions.

Ready for prime time?

The future is now.

You are the next lucky contestant.

READY CAMERA ONE!

LOADING

1. Make sure the power switch is OFF.
2. Insert the SMASH TV cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

You'll first see the Smash TV title screen. Press the START BUTTON to enter the MODE SELECT screen.

10 SECONDS TO AIR!

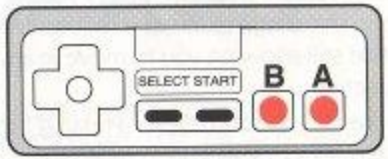
Use the UP or DOWN CONTROL PAD ARROWS to choose one of the following player options:

OPTION #1) 1 player - 1 controller

OPTION #2) 1 player - 2 controllers

OPTION #3) 2 player - 2 controllers

OPTION #4) 2 player - 4 controllers



1 player - 1 controller: Pressing the CONTROL PAD ARROWS moves you and changes the direction you are aiming. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

1 player - 2 controllers: Pressing the PLAYER 1 CONTROL PAD ARROWS moves you around the arena. The PLAYER 2 CONTROL PAD ARROWS aim and fire your weapons.

NOTE: Using the 2 controller method allows you to move in one direction and shoot in the same (or any other) direction at the same time.

2 players - 2 controllers: Requires two players, each with one controller. The CONTROL PAD ARROWS move both players and their aim. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

2 players - 4 controllers:

NOTE: This option requires the use of a Nintendo 4 player accessory.

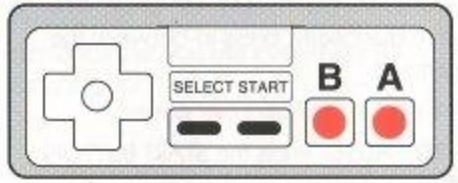
Once you have chosen your option, press START.

Requires two players, each with two controllers. Pressing the PLAYER 1 & PLAYER 2 CONTROL PAD ARROWS moves one contestant and controls their firing. (As in the 1 Player - 2 Controller method above.) PLAYER 3 & PLAYER 4's CONTROL PAD ARROWS move and fire contestant #2.

THE CONTROLS... TRUE ARCADE FEEL!

BASIC MOVES... AS EASY AS IT LOOKS

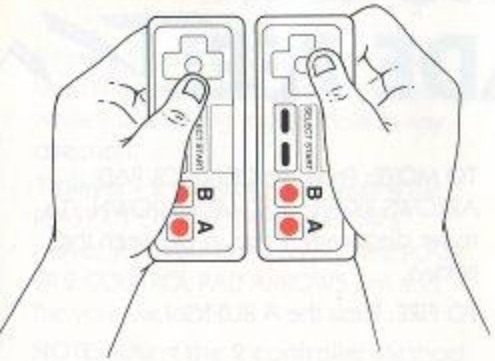
For 1 controller per player:



TO MOVE: Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in-between the arrows.

TO FIRE: Press the A BUTTON.

For 2 controllers per player:



NOTE: When using this method, for the "feel" of actual arcade action, the controllers must be held at a right angle to the standard position. This means the CONTROL PAD ARROWS are at the top instead of the left.

TO MOVE: (CONTROLLER 1 for PLAYER 1 and CONTROLLER 3 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in-between the arrows.

TO AIM & FIRE: (CONTROLLER 2 for PLAYER 1 and CONTROLLER 4 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To fire diagonally, press in-between the arrows.

1 or 2 controllers per player:

TO PAUSE: Press the START BUTTON.

TO RESTART: Press the START BUTTON again.

WEAPONS...
I NEED MORE FIRE-POWER!

Sophisticated weapons and vital power-ups are available in every room, in all rounds of the contest. Your basic weapon, the machine gun, along with the mobile forcefield that is briefly provided with every new life, will effectively obliterate your lesser opponents. Final victory in any round, however, demands that you use everything you can pick up!

When the symbol for a weapon or power-up appears, it can easily be picked up by moving over it.

Only one weapon type can be used at a time, but power-ups such as increased speed, or the mobile forcefield can be used simultaneously with all weapons.

EXTRA LIFE

SCATTER GUN

MISSILE

SPEW WEAPON

NINJA BLADES

FAST FEET

SHIELD

CASH

GOLD

PRESENT

YOUR OPPONENTS TONIGHT...

The audience is crying out for blood and with the forces stacked against you, it won't be long before they're satisfied. Just be sure it's not your vital organs they're cheering over!

Opponents whose main strength is in numbers, from gangs wielding baseball bats to laser firing orbes, will attack you in any round and at every chance. But each round of the show also features an opponent with unique talents for mangling contestants.

These characters are the stars of the show so they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.

The Super Opponents are:

Round 1: MUTOID MAN

Round 2: SCARFACE

Round 3: COBRA TWINS

Round 4: THE GAME SHOW HOST WITH THE MOST

BIG MONEY... BIG PRIZES... I LOVE IT!

Winning is everything...but winning big is much better. Grab the prizes that appear by moving over them...but watch out, they may be hiding a dangerous land mine.

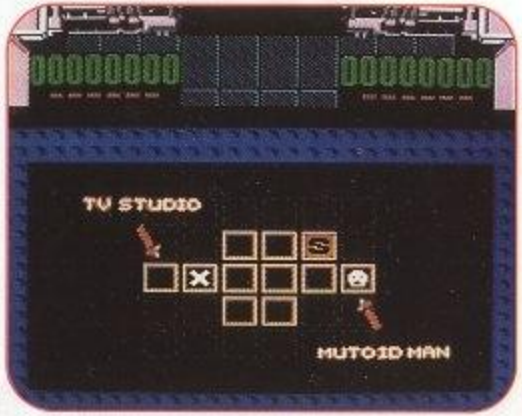
GO FOR THE BIG SCORE!

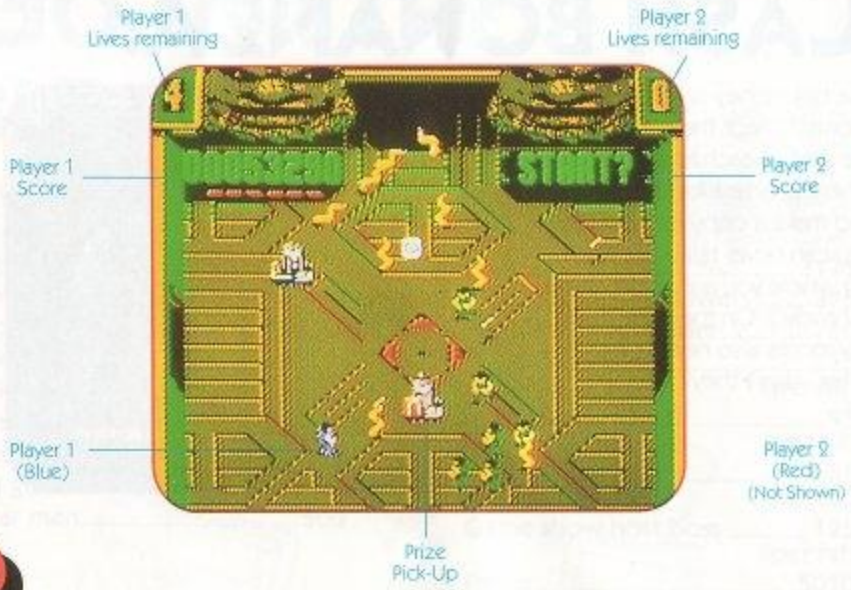
Below are listed the point values for all pick-ups and "kills" within the game.

Single blue orbs	650
Orb-train (each segment)	850
Laser Orb	750
Hulk clubbers	500
Snakes	175
Shrapnel bomb	1055
Floating robot	500
Wall gun man	4055
Spear men	500
Tank	3175
Red swarmers (followers)	375
Red swarmers (leaders)	750
Cobra boss	75 (per hit)
Scarface	95 (per hit)
Mutoid man	55 (per hit)
Game show host boss	125 (per hit)
Prizes	5010 (each pick-up)

CASH BONANZA:

The big money is in the key rooms. Check the maps near the start of each round to find where they're located. (Pause and make a copy if necessary, you can never tell when knowing where you are could come in handy.) On the other hand, key rooms also need a key to enter...don't they?





DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat, but game shows need only one grand champion and the amount of money you walk away with separates the big winner from the other mere survivors.

ACTION!

So go for it! What are you waiting for? The commercials are over...the cameras are rolling...and the audience is waiting to see how long you last. Are you going to give them what they want, or can you stay in one piece long enough to be invited back next season. Everyone's waiting to see!

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline (516) 624-9300

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